

CLAIMS

What is claimed is:

- 5 1. A programming method comprising the steps of:
 - a) selecting a program objective;
 - b) creating portions of a program as elements including any of: objects, interfaces, machines, and critters;
 - c) for each said object element:
 - 10 c1) identifying attributes and scopes of said attributes;
 - c2) identifying functions and scopes of said functions;
 - c3) identifying notifications;
 - c4) identifying associated said sub-objects;
 - c5) identifying associated said elements;
 - 15 d) for each said machine element:
 - d1) identifying inputs and outputs;
 - d2) identifying data processing methods;
 - d3) identifying notifications;
 - d4) identifying operational variables and operational methods;
 - 20 d5) identifying associated said elements;
 - e) for each said critter element:
 - e1) identifying actions including work associations and control targets;
 - e2) identifying frequency of acts relative to a critter domain;
 - e3) identifying associated said elements;
 - 25 f) for each of the said interfaces elements;
 - f1) identifying allowable roles;
 - f2) identifying available methods;
 - f3) identifying interface events;
 - f4) identifying associated said elements;

- g) determining and naming common methods, properties and interface events between the elements;
 - h) determining inherited relationships between the elements;
 - i) determining needed groupings of the elements;
 - 5 j) determining appropriate sets of the groupings; and
 - k) determining at least one startup interface meeting the programming objective.
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- 2. The method of claim 1 wherein step (c5) is completed using steps (d), (e) and (f).
 - 3. The method of claim 1 wherein step (d5) is completed using steps (c), (e) and (f).
 - 10 4. The method of claim 1 wherein step (e3) is completed using steps (c), (d) and (f).
 - 5. The method of claim 1 wherein step (f4) is completed using step (c), (e) and (d).